

**Abstract of the Disclosure**

It is checked whether or not an operation instruction input is inconsistent with editing rules.

5 If the operation instruction is inconsistent, it is determined as an error. It is checked for an object operation instruction whether or not it violates a constraint condition. If the object operation instruction violates the constraint condition, it is

10 determined as an error. Interference checking is made for an object operation instruction which does not violate the constraint condition. If interference occurs, an object is moved to avoid the interference. If the interference cannot be avoided, the object

15 operation instruction is determined as an error. If a scene must be complemented due to a move of an object or an eye point, this scene is complemented. Some of complemented operation instructions are recursively checked, and only an operation instruction which does

20 not become an error is stored in an operation instruction storing unit.